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1: program puzzleTest_Solution;
2:
3: //*****
4: // logic game example with objects & structure, loc's=228, example 75
5: // you have to move letters/numbers in the box to the right word order;)
6: // first you define a pattern (word) and remove the word with the
7: // function secret(); second someone else has to solve it (with solver())
8: //*****
9:
10: // declaration of 3 classes
11:
12: {TMyLabel = class(TLabel) //inner class
13:   procedure Label1Click(Sender: TObject);
14:   private
15:     lblx,lbly,okx,oky: integer;
16:     place: Boolean; end;}
17:
18: var
19:   pForm: TForm;
20:   myLabel: TMyLabel;
21:   Labellist: TStringList;
22:   maxx, maxy, psize, maxtot: integer;
23:
24:
25: procedure Verify;
26: var
27:   i, nbok: integer;
28:   o: TMyLabel;
29: begin
30:   nbok:= 0;
31:   for i:= 1 to maxtot do begin
32:     o:= TMyLabel(Labellist.objects[i-1]);
33:     if ((o.lblx=o.okx) and (o.lbly=o.oky)) then
34:       inc(nbok);
35:   end;
36:   if (nbok=maxtot) then
37:     showMessage('***Congratulations***'#13#10+
38:       'You win with maXbox Delphi.Win32 !');
39: end;
40:
41: procedure moveStone(o: TMyLabel);
42: begin
43:   if (o.lblx + 1 = maxx) and (o.lbly = maxy) then begin
44:     //right move
45:     o.lblx:= o.lblx +1;
46:     o.Left:= o.Left + psize +1;
47:     o.Top:= o.Top;
48:     dec(maxx);
49:   end else
50:   if (o.lblx - 1 = maxx) and (o.lbly = maxy) then begin
51:     //left move
52:     o.lblx:= o.lblx -1;
53:     o.Left:= o.Left - psize -1;
54:     o.Top:= o.Top;
55:     inc(maxx);
56:   end else
57:   if (o.lbly = maxy) and (o.lbly - 1 = maxy) then begin
58:     //top move up
59:     o.lbly:= o.lbly -1;
60:     o.Left:= o.Left;
61:     o.Top:= o.Top - psize -1;
62:     inc(maxy);
63:   end else
64:   if (o.lbly + 1 = maxy) and (o.lbly + 1 = maxy) then begin
65:     //bottom move down
66:     o.lbly:= o.lbly +1;
67:     o.Left:= o.Left;
68:     o.Top:= o.Top + psize +1;
69:     dec(maxy);
70:   end;
71:   //verify if stones are in right order
72:   //verify()
73: end;
74:
75: procedure Label1Click(Sender: TObject);
76: begin

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77:   moveStone(TMyLabel(Sender));
78:   verify();
79: end;
80:
81: procedure Meltpuzzle;
82: var
83:   i, nbplace, y, x: integer;
84: begin
85:   nbplace:= 0;
86:   x:= 1;
87:   y:= 1;
88:   for i:=0 to maxtot-1 do begin
89:     TMyLabel(labelist.objects[i]).place:= false;
90:     TMyLabel(labelist.objects[i]).Visible:= false;
91:   end;
92:   //RANDOMIZE;
93:   i:= 0;
94:   while (nbplace < maxtot ) do begin
95:     i:= random(maxtot);
96:     if not(TMyLabel(labelist.objects[i]).place) then begin
97:       inc(nbplace);
98:       with TMyLabel(labelist.objects[i]) do begin
99:         place:= true;
100:        Visible:= true;
101:        lblx:= x;
102:        lbly:= y;
103:        Left:= (x-1)*(psize + 1);
104:        Top:= (y-1)*(psize + 1);
105:      end;
106:      inc(x);
107:      inc(i);
108:      if (x mod maxx=1) then begin
109:        x:= 1;
110:        inc(y);
111:      end;
112:    end; //if
113:  end; //while
114: end;
115:
116: procedure loadPForm;
117: begin
118:   maxx:= 3
119:   maxy:= 3
120:   psize:= 64
121:   maxtot:= (maxx*maxy)-1;
122:   //constructor
123:   pform:= TForm.Create(self);
124:   with pform do begin
125:     caption:= 'this is maXland II';
126:     width:= (maxx*psize)+ 10;
127:     height:= (maxy*psize)+ 30;
128:     BorderStyle:= bsDialog;
129:     Position:= poScreenCenter;
130:     show;
131:   end
132: end;
133:
134: procedure InitPuzzle;
135: var
136:   i,x,y: integer;
137:   pattern: string;
138: begin
139:   pattern:= 'MAXBOX25';
140:   //puzzle word
141:   //pattern:= 'SOFTWARE';
142:   //pattern:= 'DELPHI07';
143:   labelist:= TStringList.Create;
144:   x:= 1;
145:   y:= 1;
146:   for i:= 1 to maxtot do begin
147:     mylabel:= TMyLabel.Create(pform);
148:     with mylabel do begin
149:       Parent:= pForm;
150:       color:= clblue;
151:       AutoSize:= false;
152:       layout:= tlcenter;
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